GAME BOY® ADVANCE

AGB-FEBE-USA



EXCITEBIKE®

PROGRAMMABLE SERIES

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: ***1-425-885-7529****.*
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - $1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.
TTY Game Play Assistance: 425-883-9714

EVERYONE
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CONTENT RATED BY ESRB

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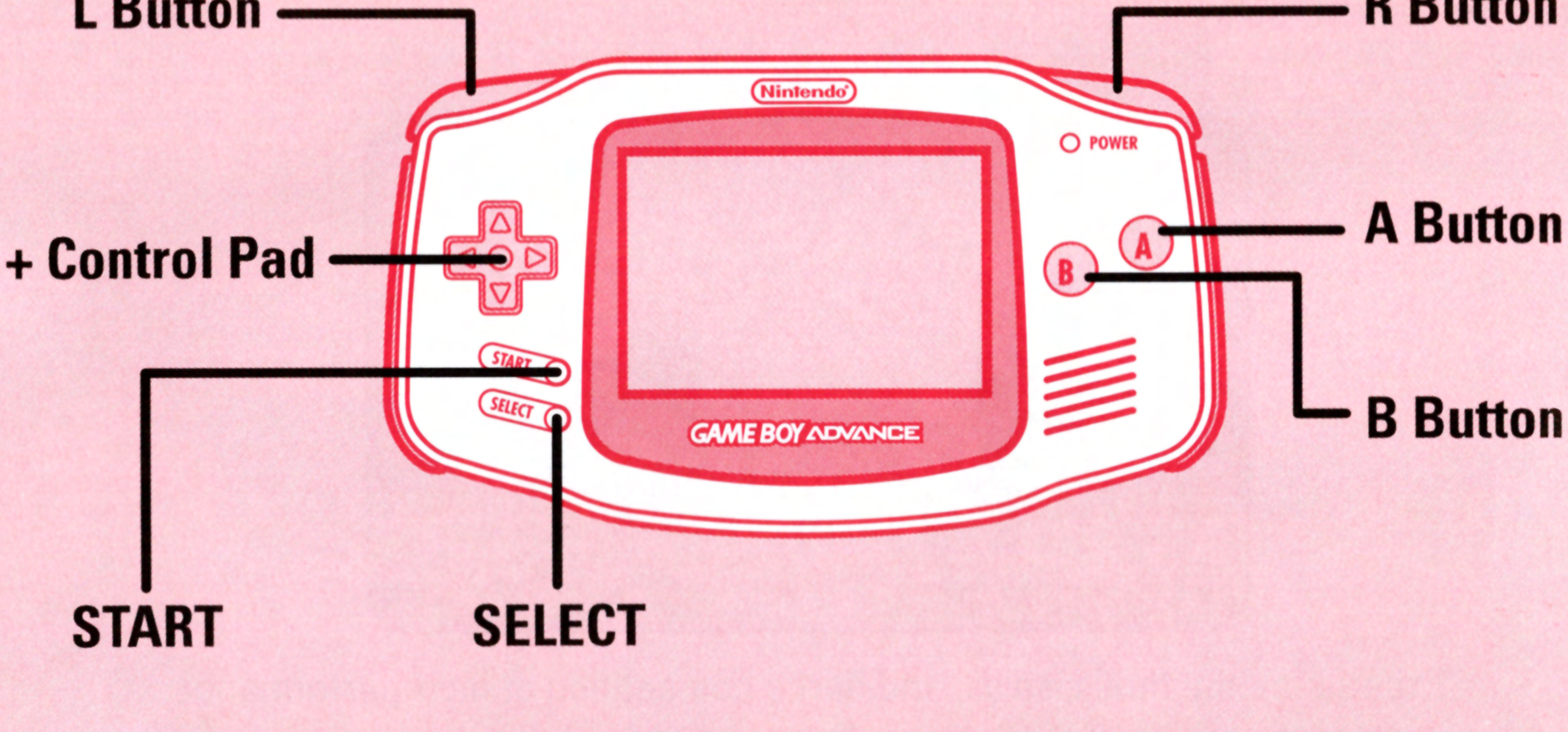
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Experience the thrills, spills, and fierce competition of high-performance motocross racing! Tear through the mud and fend off your rivals in your pursuit for the coveted championship trophy!

CONTROLS

Insert the Game Pak into the Game Boy Advance and turn the power ON.



*For more information about the Game Boy Advance SP or the Game Boy Player, refer to the manuals for each system.

TITLE SCREEN

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SELECT



Press SELECT at the title screen to move the mark and place it next to the game you want to play.
*You can also move the using the ✜.
*SELECT is not used once the game begins.
★ Selection A: Free Run (no opponents)
★ Selection B: Competition
★ Design: Refer to the "Using Design Mode" section of the manual.

START

Press START to begin the game.

● Pausing the game:
Press START during play to pause the game. To resume the game, press START again.

START + SELECT + A + B Buttons

Press simultaneously to reset the game.

L Button + R Button

Press simultaneously to access the system menu. From the system menu, you can reset, save, or sleep. If you press the L and R Buttons simultaneously during Linked Play, the Finish Linked Play confirmation screen will be displayed—from there, you can end your current game. Turn the power ON while holding the L and R Buttons to access a menu from which you can restore saved data to the default settings.

SYSTEM MENU



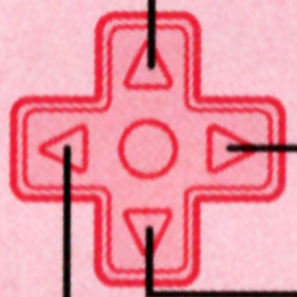
■**Continue**
Continue your game.

■**Reset**
Return to the title screen.

■**Save Best Time**
Save your best times and track designs. Data will be saved even after the power is turned OFF.

■**Sleep Mode**
The power remains ON, but the liquid crystal display will turn off and the game will pause to reduce battery consumption.
*If the batteries run out during Sleep mode, the power will turn OFF.

+ Control Pad
Used to steer and control the bike.



Steer left

Lower the front end of the bike during a jump

Steer right

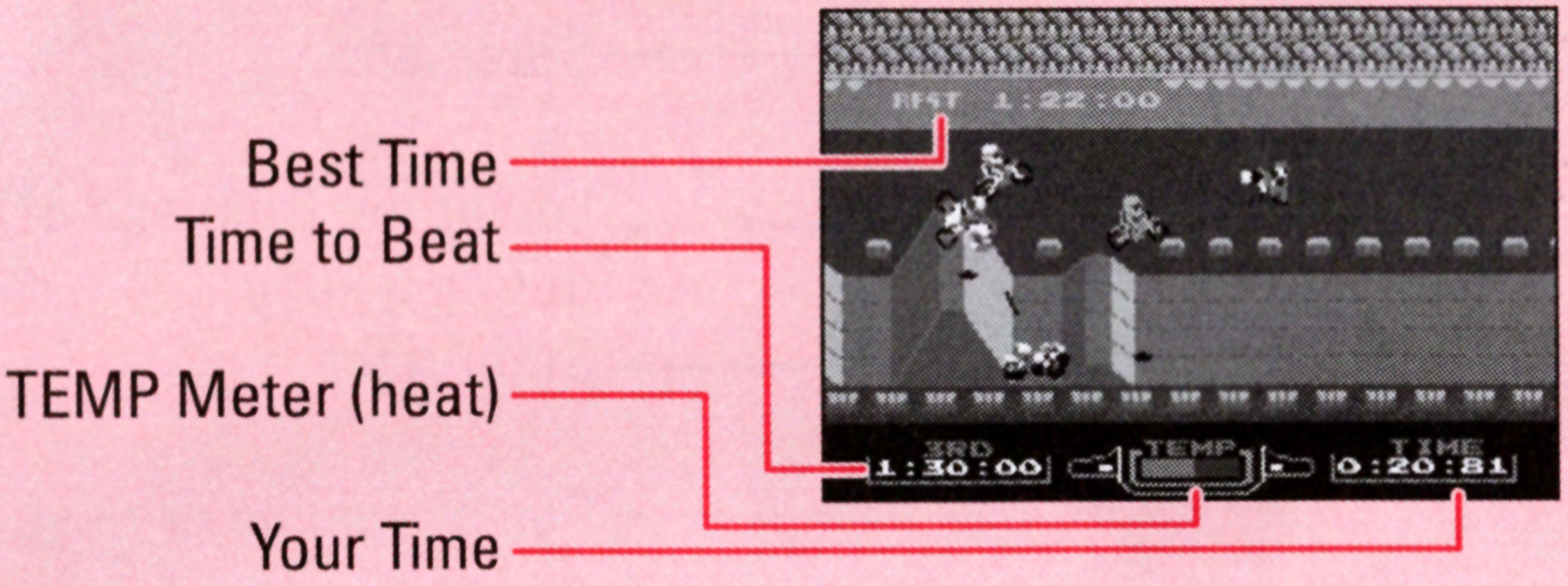
Pop a wheelie or raise the front during a jump.

A Button
Hold the A Button to accelerate your bike. Release the A Button to apply the brakes.

B Button
Use your turbo and give your bike a speed boost. Don't overuse it or your engine will overheat and temporarily stall.



IN-GAME DISPLAY



- When you complete your first lap, your lap time will be displayed across the screen.

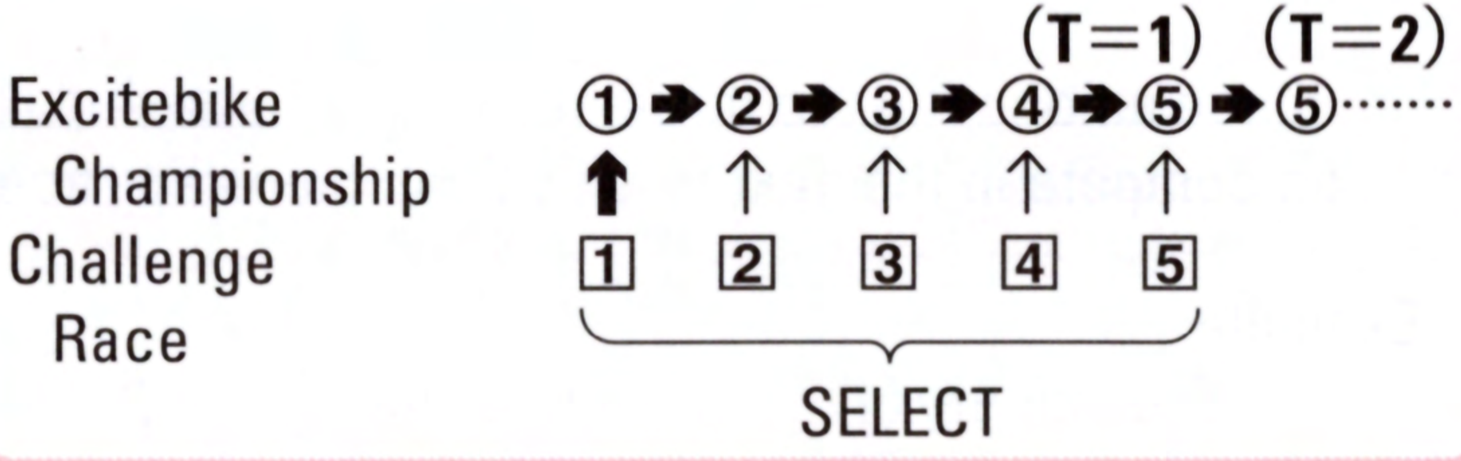
- The "3RD" box in the lower left corner indicates the race time of the third place racer–it's the time you must beat to continue to the next race.

- The best time for the track will be displayed on the fence along the course. In a Championship race, the best time will be displayed before the race in addition to being posted on the fence.

EXCITEBIKE TOURNAMENT

EXCITEBIKE®

Selection B allows you to race against your rivals in the prestigious Excitebike Championship. But before you can race in a Championship race, you must finish third place or better in a Challenge Race.



Place among the top three in a Challenge Race, to enter that track's Championship race.

Example

Preliminary [1] → Championship ①

Preliminary [3] → Championship ③

If you place among the top three at the Championship race, you can compete in the next track's Championship race.

Example

Preliminary ① → Championship ① → ②

Preliminary ③ → Championship ③ → ④

*If you place among the top three racers in the Track 5 Championship Race, you can go back and attempt it as many times as you want. The number of times you have attempted the race will be indicated in the lower right corner of the screen (T = number of attempts).

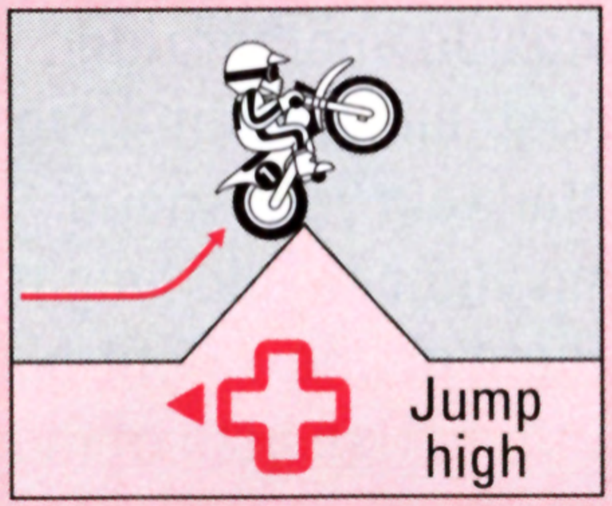
Turbo

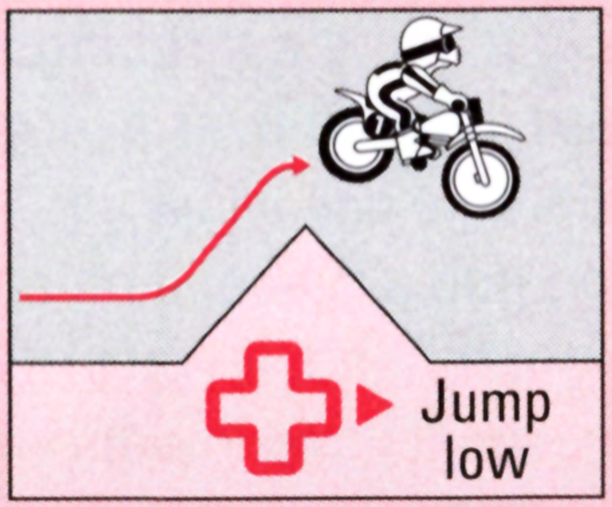
If you hold down the B Button and use your turbo too much, your engine will overheat. Your current engine temperature is indicated by the TEMP meter in the lower half of the screen. If your engine is about to overheat, ride over a cool zone (›››) to lower your engine temperature.

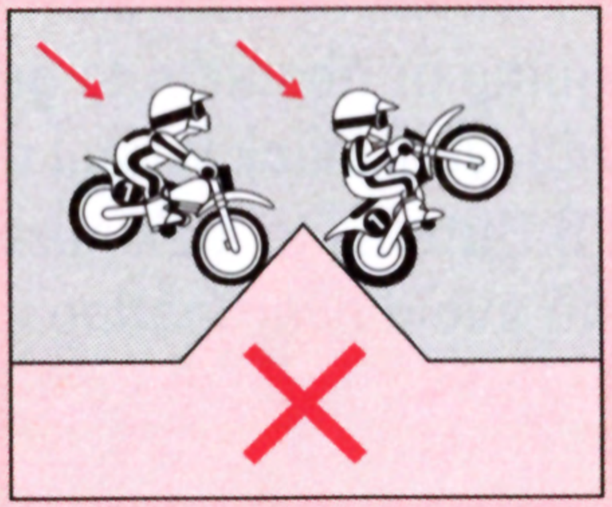
Jumping

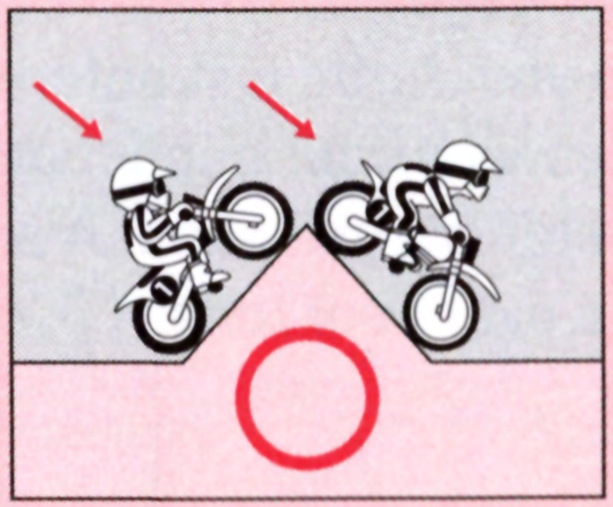
- Your jump distance is determined by two factors: your speed and the angle of the jump. Use the ✚ to adjust your jump angle.

- Land evenly on the ground after a jump to maintain your speed. If you land unevenly, you'll be thrown off your bike.



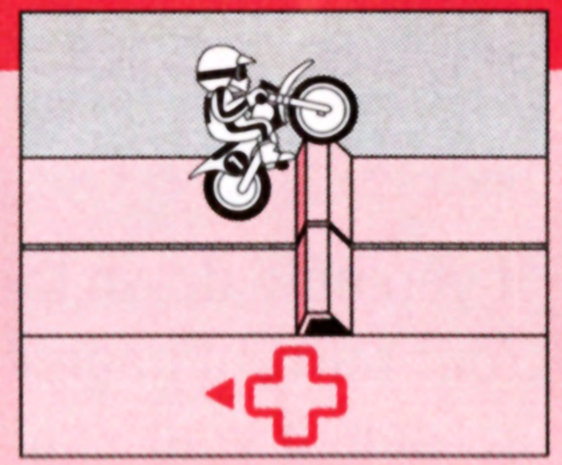






Wheelies

Press Left on the + Control Pad to raise the front end of your bike and pop a wheelie to pass small obstacles.



★ Racing Tips

- Avoid riding over mud spots and along the edge of the track.
- Your opponents will also try to avoid muddy patches and the track edge, so keep this in mind when racing alongside another rider.
- When jumping over a large obstacle, use the ✜ to even out your bike's landing angle–this will allow you to maintain your speed.
- If you pop a wheelie on a jump you can add height to your jump, but not distance. On the other hand, if you press Right on the + Control Pad to lower the front of your bike, you'll jump lower and further. Use both of these jumping techniques to your advantage.
- Use your turbo just before a jump or obstacle to get a crucial speed boost.
- Sideswipe your opponents with your back wheel to make them crash.
- Master the use of the A and B Buttons to maximize your speed.
- Ride over cool zones (») to avoid overheating.

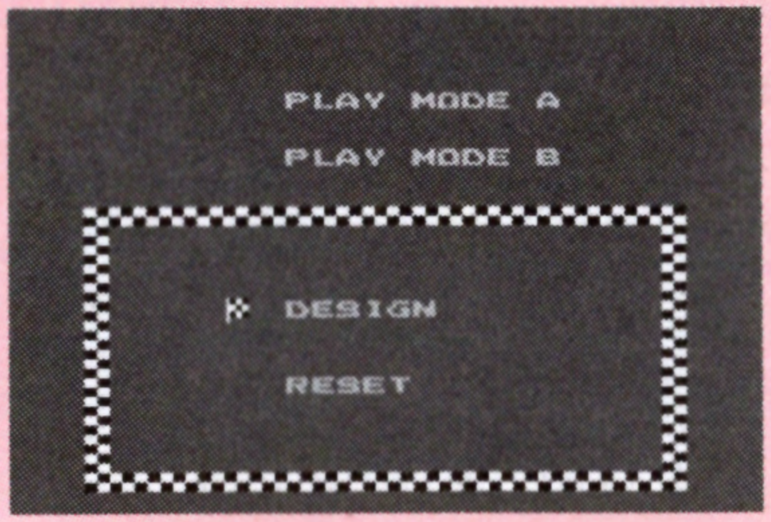
DESIGN MODE

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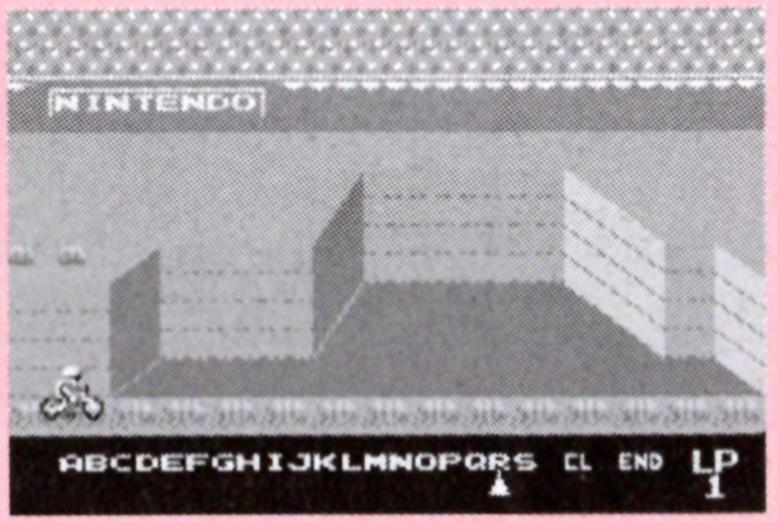
With Design mode, you can create your own original tracks, adding a variety of ramps and obstacles to make the ultimate course. You can even specify the number of laps.

■ Using Design Mode

1. Begin at the title screen.
2. Using SELECT or the + Control Pad, move the 🏁 to Design and press START. The Design mode menu will appear. Once again, move the checkered flag to Design and press START.



Design mode menu



Design your track

How to design and race on your own original track.



1. There are 19 different hurdles to choose from (A thru S).
*For a list of Design mode hurdles, refer to page 18.

2. Press the A Button to move the rider forward to the place you want to set a jump, hurdle, or obstacle on the track.

3. Move the ▲ to the letter corresponding to the hurdle you want to set, then press the B Button to build the hurdle in that location.

4. If you make a mistake and want to erase a hurdle, move the ▲ to CL (clear) and press the B Button–the unwanted hurdle will be deleted.

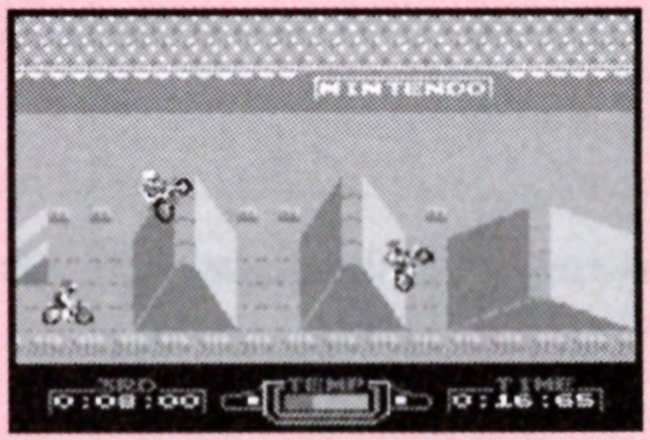
5. The number of hurdles you can set on the track depends on which hurdles you set and where they are placed. Generally, you can place about 50 hurdles on a track.
*When the memory is full, the cursor will automically move to FINISH.

6. Once the track has been designed, move the ▲ to END and press the B Button.
*The first time you race the course, your race time will be displayed as the best time. The next three times will be updated accordingly.

7. When LP (lap) begins flashing, press the + Control Pad Up or Down to enter the number of laps and then press the B Button to enter your selection.
*The maximum number of laps is nine.

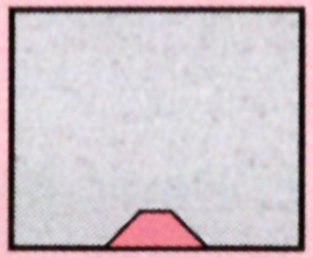
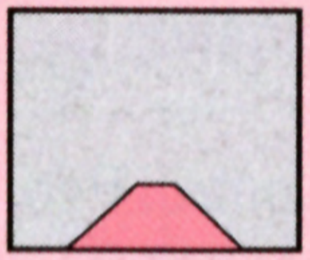
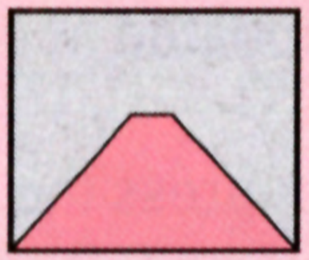
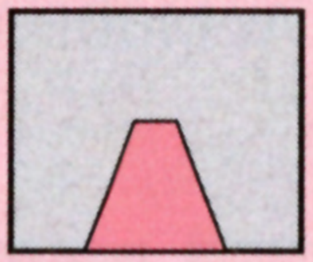
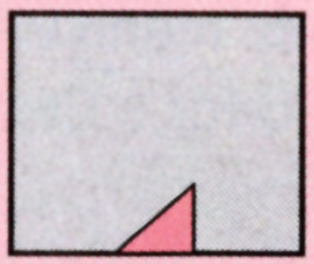
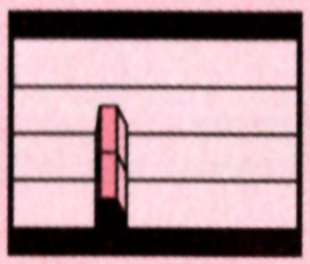
8. The Design mode menu will appear again. Select either PLAY MODE A for a free ride or PLAY MODE B for a Competition Race and press START.

9. To exit Design mode, move the 🏁 to RESET and press START to return to the title screen.

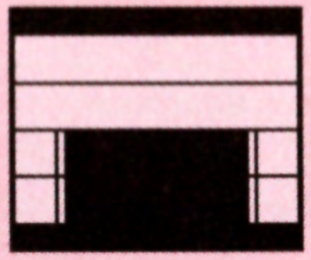
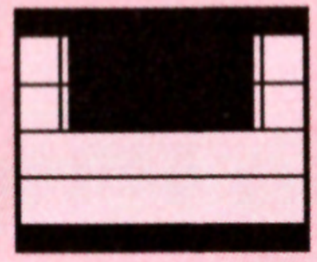


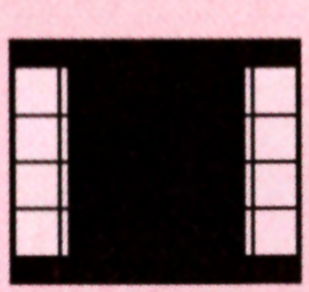
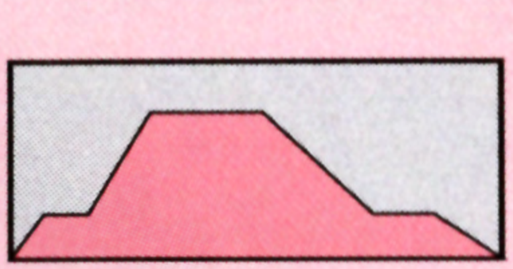
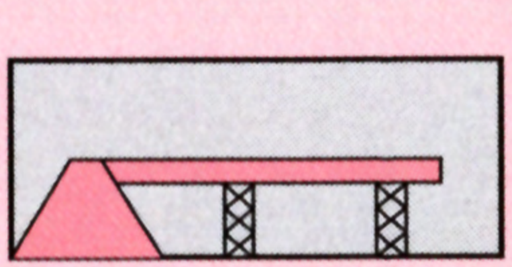


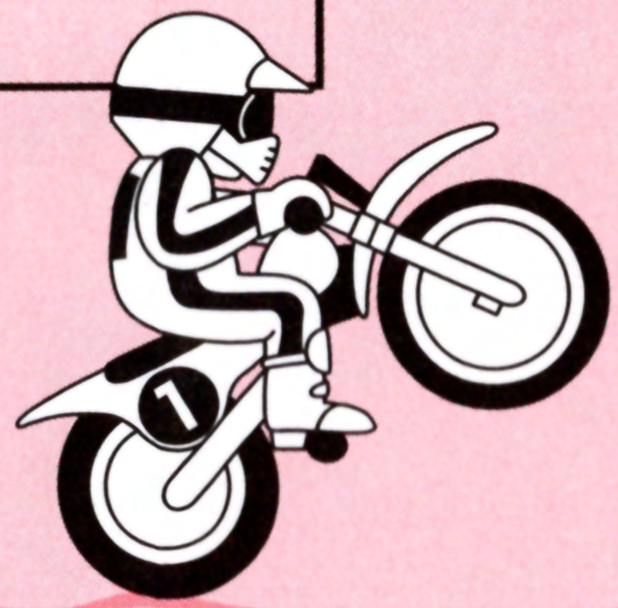
DESIGN MODE HURDLES

A	B	C	D
			
E	**F**	**G**	**H***
			
I	**J**	**K**	**L**
			

*H is a Super Jump.

M	N	O	P
			

Q	R	S
		



NOTES

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This warranty is only valid in the United States and Canada.

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